

Retro Vision Download] [FULL]



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About This Game

Retro Vision is an interactive music experience. Rotate around a track and avoid obstacles in your way while the world around you reacts to music. Featuring a completely customisable layout and a two button control scheme, it's easy to pick up but hard to put down. The further you go, the crazier it gets. Strap yourselves in and prepare for an 80's inspired, hypnotising and entrancing experience.

Features

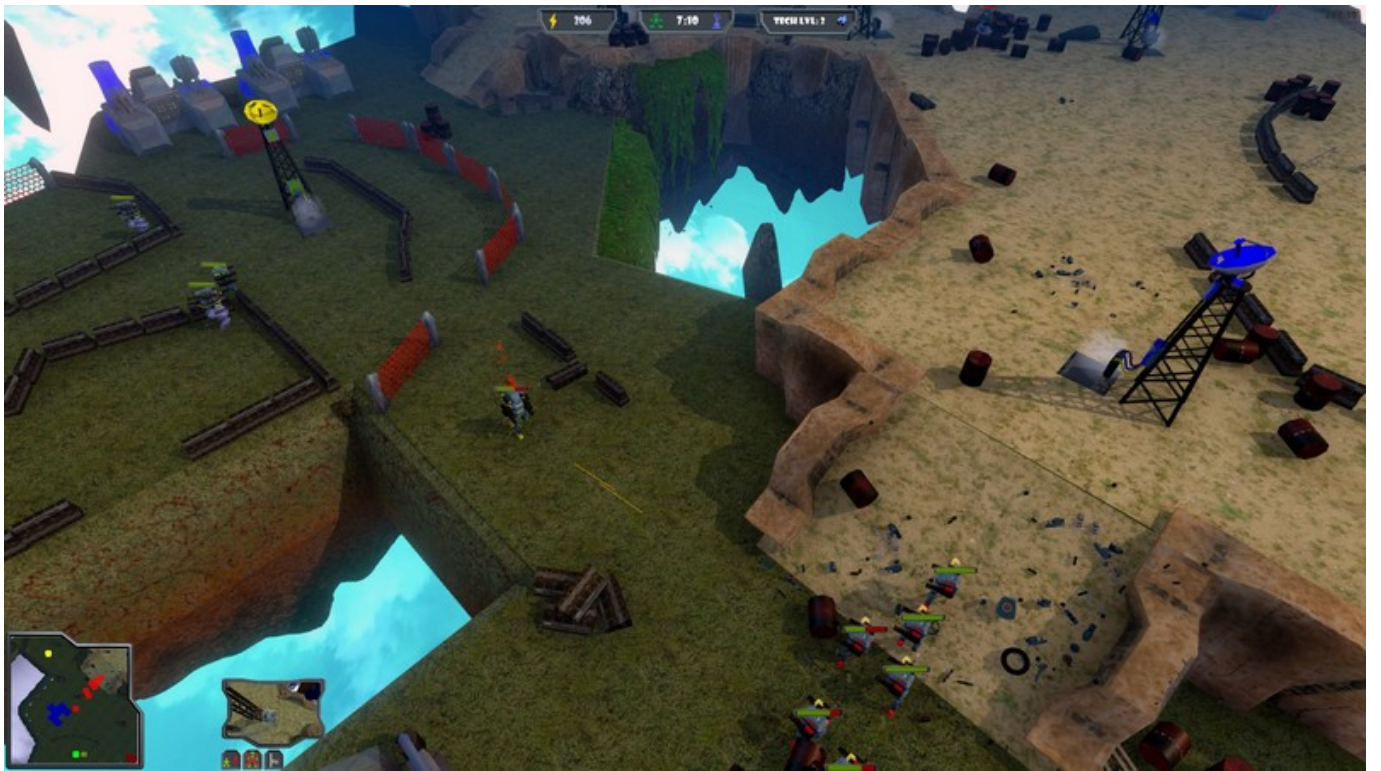
- Completely customisable layouts.
- Completely original score.
- Randomised music.
- Randomised gameplay.
- Epic visuals.

Title: Retro Vision
Genre: Indie
Developer:
Obulum
Publisher:
Obulum
Release Date: 5 Feb, 2019

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I absolutely love this game. It is addictive and enjoyable, with great combat, and just generally an incredible game. I highly recommend this as it is really well made, with funny and humorous parts to it, along with the truly outstanding ability to completely remove any enemies body parts with a quick slice of a sword or twang of an arrow.. buttons are broke. It's something for those who like fantasy novels that are light-hearted right up until they aren't. If you liked The Stanley Parable, you might like this.

To start with the positives:

I'm someone who enjoys psychological evaluations done in games, and in this game, your magical powers are based upon personality profiling. Be indirect and gracious, and you come up a water-elementalist. Be hotheaded and brash, and you're a fire-elementalist. Etc.

The story, when it starts to actually unfold, displays a good deal of time spent world-building to make it distinct from generic fantasyville, although even with that said, I always wind up hungry for more world building. It's a fantasy world of peacefully coexisting humans, elves, orcs, dwarves, and gnomes plunked down "because it's fantasy"... and I'd really like to hear some more about how these races are meaningfully integrated into the world. But I guess the JRPG-like church conspiracy backstory will have to do...

Also, this game actually tells you what choices up what stats, and when stat checks occur, so that you know *when and why you fail at a task*. *Why don't more of these games do that?!*

But as someone who enjoys this kind of fiction, I can't help but have gripes...

The writing style is decently clever, but unfortunately, the author tries a little too hard to be more clever than they actually are. Suspension-of-Disbelief-shattering anachronistic references mar otherwise serious moments in the narrative, undercutting the drama and ability to relate to the characters, which is the lifeblood of a story like this. In the balancing act of taking itself too seriously versus taking nothing seriously, this game is in the "laughs at its own jokes" territory. You get a "Watchu talkin' bout?" as part of a serious narrative. This also applies to how everything is described sexually - your would-be knight friend is referenced as always wanting to play with her sword, or smack things with her sword... HER sword in this case, because the character's gender is determined by your own choices, but the text was obviously not written to take account of this fact. Likewise, you must be a real horn-dog. At least, that's what the text assumes, because even the tiniest bit of innuendo is always presumed in its most sexual light.

The game also suffers from a bit of the problem of "Everyone is Protogosexual"; if you play as a gay character, it magically means that every character becomes gay the instant they consider you, even if every other relationship is straight. If you're playing as a lesbian, the game comments on how the girls all wanted to flirt with you, while your magic lesbian awareness field keeps straight men from ever trying to ask you out. (And vice-versa if a gay man.) For a world that occasionally tries to be the 14th century (said directly in the text) with occasionally realistic depictions of medieval life, it's also surprisingly casual about homosexuality even while it says that young women who cannot produce children aren't valued. Must be the effect of all the elves they live with! Any character that you're supposed to have anything remotely like an attraction to will have their gender set by your preference (no bisexual players!) decided at the start of the game, and every single one of them tends to be described with passages about how you're instantly enchanted by their looks, in spite of the actual description of their appearance, short of eye and hair color, being quite scant. Also, one of your romantic options is a furry catboy\girl. Plus anyone remotely magical changes eye colors constantly, even within the same paragraph, and your character gets a grey hair stripe like Rogue from X-Men. (Even though you never set your own hair color to start with.) Maybe it's for the best there wasn't more description, or we'd be dealing with a bad Harry Potter fanfic...

It also asks you to make most of your choices that determine what sort of character you are, and how you view other entities like, say, the church, before you even know a thing about what the local religion even is. This practically begs you to just insert your own opinion of your own locally dominant real-life religion, when, you know, the fact that this religion is not any real-world religion, and doesn't operate on the same principles might have SOME impact on how you react to it...

Also, as is always the flaw of these sorts of stories, there's basically one path forward up until the very end, and all that changes are your stats. Stats are used pass\fail, but different builds basically use different stats to accomplish the same thing. (I.E. Talk someone down rather than force them to relent with force.) This ultimately runs into the same problem other games like Versus has (or for that matter, BioWare games with good\evil meters), where once you pick one stat, you might as well min\max it, because each time you pick it, that stat gets better (and its opposing stat gets worse), and makes it more likely to succeed next time, as well. This turns the story not into deciding what you would do in the moment so much as guessing which choice powers up your build. At least, unlike Versus, this game does have checks without choices, where you just need to have a certain amount of "vigilant" to succeed, that actually give the choice of a build some sense that you missed out on some things. These are usually inconsequential, because they can't really meaningfully punish players for a choice when they would later punish the opposite choice, since there isn't the sort of inventory or health system of a real RPG, but it's still at least a token effort that gives some sense of meaning to choices. Other choices give you "renown", which is basically just "right answer score" - you can't really fail most of the game's choices, so you just get renown when you pick the right answer for your build, and the game progresses, regardless.

And while this may be part of the "not as clever as they think they are" gripe, the story as a whole is just WAY too meta to really get entirely into. It starts off pretending to be a swashbuckling tale of heroism, and your character is an Action Survivor that gets carried over the finish line in spite of their abilities by their companions at every turn. M Night Shyamalan may as well have guest written the ending.

So... bottom line, expect less Errol Flynn and more Hideo Kojima. Fun for those who enjoy getting their chain yanked.. I'm afraid I cannot recommend this game. I tried, I played it for a while and I might continue to play it (in a more limited way), but honestly I think I'm done.

There are a few technical problems with the game:

Performance of the game varies highly between updates. I got anything from sustained 60 fps (with vsync on) at high quality setting to 20-25 on the lowest quality.

Weird lag issues. Game freezes momentarily on certain occasions, sometimes at crucial events, eg. just before being killed. This is not related to CPU or memory nor GFX card. I doubt it's network related. If it is, it's server side.

The game also feels a bit unbalanced. If enemy has air superiority, you're doomed. As ground unit there's not a lot you can do. This brings me to the next frustrating fact: you have several characters each has several weapons. You cannot swap characters or weapons during a match. You have to leave the match, leave the squad and then you can swap weapons.

EDIT: apparently you can swap characters if you have more than one of the same class. Thanks to RooZ for bringing this up. I haven't tested it, though. Swapping for a different class is possible if the squad has proper slots

There's a lot of griding as many have said. Personally I don't mind griding per se. What I do mind is having to play for extended amount of time at a severe disadvantage. So either you pay money to upgrade fast or you are basically working for Reto as unpaid cannon fodder for their paying customers. In some games if you're good you may get a fighting chance. But not here. As infantry - yes. As tank crewman, not really. You will be put against superior tanks that you cannot harm with your puny cannon. And when you die you'll have to wait before spawning again and then walk or drive for a while to get to the action. There's a lot of waiting and walking in this game. I guess that makes it a more realistic military simulation. ;)

The grind is the price of a free game you say. Fair enough. However this game also suffers from the same problems as any other FPS, free or not. The lack of teamwork. When I first started playing H&G I saw how team actions (capturing) actually gives you significantly more score points compared to just killing an enemy. I said "wonderful, they found a way to make people actually do objectives". Sadly I was mistaken. Points schmoints. There are still very few people who will actively engage in coordinated cooperative gameplay. You'll get a circle of campers just outside capture zone. People will use resources without considering they're limited and waste them. Tank drivers will not rotate tanks so that support gunners may engage targets. Vehicles with MGs are never parked with their guns facing enemy positions. A fair amount will not follow common sense regarding objective selection and some will even roam aimlessly around the map.

I'd gladly pay money for a game with a nice teamplay-oriented community but this one isn't it.

So, should you play this free game? After all I said I might continue. If you do, stick to infantry, most vestatile, easiest to survive. Get a car or a motorbike to get from spawn area to the action. If you go for any other class, expect a lot more grinding and consider that your leveling strategy and point investment may be subverted by game designers at any point.. More like "Call Of The Very Mediocre But Affordable Warriors".. I enjoyed this and will definitely play some more in future when I have time and it gets out of early access.

. I expected more than 2 hours of playtime for a 15\ac game, and the only reason it lasted 2 hours is that there's a 10 sec respawn time for a fight you die to in 5 sec.

But hey it was pretty.. Just When I Thought I Was Out, They Pull Me Back In!

It is a neat addition to the Pug Franchise.

Still needs controller support though.. At its best, it feels like a World War 2 version of Hitman mixed with elements of Meta Gear Solid 3.

At its worst, it feels like a linear game with such a tight focus on what it wants you to do and how it expects you to do things that it doesn't leave enough room for freedom of choice without feeling like you've made the wrong choice.

I'd recommend it to any hardcore stealth fans, but if you're not someone who's invested in the stealth genre, stay away.

Nice little relaxing casual game. The series is really fun and well thought-out. The art is amazing and I definitely recommend it if you want a break from shooting stuff all the time.. Your airship drops a sword-shaped tower from the sky that stabs into the ground..

10/10. Great game to play with friends, lots of laughs and very good times.

The settings are easy to change to make it easier/harder for the imposter depending on what needs to be done.

Possible improvements for the Devs:

Be able to change number of imposters in the lobby.

New maps with new tasks.

Pseudo RNG would be better for imposter selection, so people don't miss being the imposter for tens of rounds.

Settings to disallow people seeing tasks get complete.. The game's concept is quite surprising and interesting. I was expecting a full experience, like in Matt Hoffman BMX or Dave Mirra BMX. It's not bad though. The gameplay looks like Trials with trick elements. However, I find it too automated. I'd like to be able to steer (forward\break\lean like in Trials) and to decide whether and when to jump. There also seems to be too many buttons for tricks. Maybe if I could decide what to do first just before jump (arrows -> rotate or do some flip) and after it make some combinations (e.g. left arrow + a would be tailwhip) it would be better and more intuitive as above mentioned games? It's not worth 4 EUR in my honest opinion (I live in Poland and it's quite much for us), but it still has nice potential for improvement. I hope it's gonna get as described above + many more levels and settings (I'd buy it for even 10 EUR then). Cheers!. The game is scary as hell in the beginning and I like some of the puzzles BUT the end boss fight sucksssssss it so hard I didn't felt scared anymore and I just feel frustrated. the game is ok and it is worth playing but just know the end bossfight suck. I gave this game a 5/10. played hundreads of adventure games this ranks up there pretty high.. Made me rage. I love it. 8/10. I give thumb up but :

- Game is too hard
- Only options are badly translated langages
- Price is too expensive
- Really looks like a flash game

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